

THROUGH THE TRAP DOOR

A program by Don Priestley
Commodore and Amstrad versions
by Five Ways Software

Loading

Spectrum 48k/+

Spectrum 128k/+2

Amstrad CPC cassette

Amstrad CPC disc

Commodore cassette

LOAD" " <ENTER>

Select BASIC 48 then

LOAD" " <ENTER>

<CTRL> <ENTER>

RUN "TRAPDOOR"

<SHIFT> <RUN/STOP>

Playing the Game

Berk is about to carry out another task for his master, the Bad Tempered Thing, when his faithful companion Boni is snatched from under his very nose by an awful apparition from beneath the dreaded Trap Door.

Playing the part of the fearless Berk **and** his miniscule sidekick Drutt, you must boldly go forth on a rescue mission and face the unknown perils that lurk below.

Controls

User definable keys. If REDEFINE isn't selected the controls default to the following:

Left	Z	Down	A
Right	X	Fire	C
Up	Q		

The JOYSTICK option given is for a Kempston type interface only, but most other joysticks can be used by redefining the keys to those they use eg. Protek uses cursor keys 5, 6, 7, 8, 0.

You can play Berk **or** Drutt. Press fire key to alternate from one to the other.

The other four controls are to move left, right, back and forward, push objects, jump, fly, pick things up and put them down or eat them! These actions are all dependent on whom you are controlling and the stage of the game.

Hints

Neither Berk nor Drutt will get very far without helping each other. Either can encounter nasty situations where the other will be able to come to the rescue.

Small objects are scattered about for Berk to eat, all of which have strange effects, either helpful or disastrous. You need to use some of them, so experiment!

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This program is based on the TV series *The Trap Door* devised and created by Charlie Mills and Terry Brain. Trap Door characters ©CMTB Animation/Queensgate Productions Ltd, 1987.

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